Year 9 Handbook
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Year 9 provides students with a great opportunity to explore some new areas of learning and discover more about themselves as successful learners. Students will be given some choice of subjects they will do each semester and they will also study core subjects.

Structure and Elective Selection Rules

The school year is divided into two semesters. Each semester students will do four elective subjects, which will run for three periods per week. Over the year students complete eight elective subjects. From those eight electives students must choose at least one elective from the Arts. Students must also select 2 electives from Journeys. Electives should be listed in priority order.

Students who have lived in Australia for five years or less and speak English as an Additional Language must choose EAL as an elective in both semesters.

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Victorian Curriculum

The Victorian Curriculum F–10 sets out what every student should learn during their first eleven years of schooling. The curriculum is the common set of knowledge and skills required by students for life-long learning, social development and active and informed citizenship.

**LEARNING AREAS**

- The Arts
  - Dance
  - Drama
  - Media Arts
  - Music
  - Visual Arts
  - Visual Communication
- Design
- English
- Health and Physical Education
- The Humanities
- Civics and Citizenship
- Economics and Business
- Geography
- History
- Languages
- Mathematics
- Science
- Technologies
  - Design and Technologies
  - Digital Technologies

**CAPABILITIES**

- Critical and Creative Thinking
- Ethical
- Intercultural
- Personal and Social
Core Subjects

English
The three main focus areas of Year 9 English are the study of texts such as novels, poetry, film and television programmes; the development of writing and language skills; and the development of oral presentation skills.

Students will:
- extend and develop their language skills in, and knowledge of, reading and viewing, writing, speaking and listening.

Mathematics
The proficiency strands Understanding, Fluency, Problem Solving and Reasoning are an integral part of mathematics content across the three content strands: Number and Algebra, Measurement and Geometry, and Statistics and Probability. The proficiencies reinforce the significance of working mathematically within the content and describe how the content is explored or developed. They provide the language to build in the developmental aspects of the learning of mathematics.

Health & Physical Education
Students will:
- Develop proficiency in a range of high-level movement and manipulative skills and participate regularly in moderate to vigorous physical activity
- Focus on identifying and implementing ways of improving the quality of their performance during games, physical activity and sports
- Measure their own fitness and physical activity levels and identify factors that influence motivation to be physically active
- Participate in 4 week blocks of Volleyball, Tchoukball, Basketball, Table Tennis, Soccrosse, Archery and Golf
- Participate in a 5 week Sports Education Unit (SEPEP) whereby students learn to become good players, whilst encouraging students to fulfill other roles such as umpiring, acting as a team coach, manager or captain, serving on a sports management board or duty team and working as a publicity officer/journalist
- Learn basic first aid skills such as CPR, asthma management and sports injury management
- Discuss relationships and how the vary between people over time
- Explore issues related to sexuality and sexual health.
- Explore assertiveness and resilience strategies that could be used in a range of situations

Science
Students built on previous chemistry knowledge by learning about the history of atomic theory and developing their understanding of the structure of the atom. Practical investigations into the nature of energy were conducted with an emphasis on the particle and wave models of energy. Focusing on the nervous and endocrine systems, students learned about how their own body systems sense and respond to changes in their environment.

History
Students investigate and analyse events which contributed to Australia's social, political and cultural development. Students learn about significant people, issues and events in Australian History such as the Industrial Revolution and its connection to the settlement, colonisation and the relations between Europeans and indigenous Australians and World War 1. Within a historical context, students learn how evidence and values produce different interpretations of what has occurred in the past and how various events have had an impact on our current lives. From their research, students represent the past in a variety of forms.

Geography
Students will learn about the natural world and how it can be modified for agriculture and leisure. This subject aims to develop student’s forward thinking in relation to how current practices will be sustained for future generations. Students will work individually and in groups to explore the effectiveness of food production in both developed and developing nations and how they differ in relation to their world standing. Students will also work towards an understanding of how our world interconnects for a range of different purposes. Through these avenues, the subject aims to foster an awareness of current social issues to help students better understand the world they live in.
Students must choose at least one unit from the Arts area.

Arts

Ceramics and 3 Dimensional Art
In this unit students will experiment with a range of media and techniques including clay, plaster bandage, wire, papier-mâché and soft sculpture. Students will complete a variety of three-dimensional artworks and are encouraged to explore a wide range of ideas and styles. Artists and their artwork will also be examined and discussed.

Arts

Collage and Printmaking
Collage and Printmaking is a unit aimed at developing skills by experimenting with a range of collage and printmaking techniques. This is designed to cater for students who are both beginners or have already developed some skills in this area. This unit focuses on the development of skills through a series of exercises in both printmaking and collage techniques. Students will be required to complete a number of works to produce a folio. Students will refer to artist’s works and techniques will be evaluated and discussed. Students will undertake self-evaluation of their work as documented in their workbook.

Arts

Designing and Making Jewellery
In this unit students create a range of jewellery based on the techniques learnt in class. They explore, research, write and discuss artists, artwork and methods that relate to designing and making jewellery. Students will explore, discuss and research local and international artists/jewellers and styles.

Arts

Digital Photography
This unit aims to produce examples of creative photography by teaching students basic skills in using digital cameras, importing images and creatively manipulating images using the computer program Photoshop. Students work at their own pace and are encouraged to develop their skills and extend themselves. Students will work through practical tutorials, which teach the basic skills and techniques. They research and analyse the work of artists and photographers.
Arts Electives

Students must choose at least one unit from the Arts area.

Arts

Drama
This unit covers various topics including, comedy, performance skills, mime, voice projection, play-building, script writing, improvisation and writing. Students create their own performances based on ideas developed through class activities. This subject is most suited to students who have an interest in drama, dance or performance. Drama will also assist to build self-confidence and skills in reading, writing and public speaking.

Arts

Media Studies
This unit aims to introduce students to the role of the media in society. Students will learn about different television genres, advertising and the way in which media texts are constructed to create meaning for an audience. They will also explore the world of radio and stop motion. Students will participate in practical assignments that will aim to familiarise each student with video and editing equipment.

Arts

Music – Guitar
This unit is designed for both beginners and/or students who wish to continue developing their skills from year 8 Guitar. Students will have the opportunity to play a variety of songs, learn different chord progressions and melodies, read and write music and perform for others. Students will also listen to and explore different styles of guitar and use music software.

Arts

Music – Keyboard
This unit is designed for both beginners and/or students who wish to continue developing their skills from year 8 Keyboard. Students will have the opportunity to play a variety of songs, play melodies with the right hand and play chords with the left hand. They will also learn to read and write music, perform for others, listen to and explore keyboard music and use music software.

Arts

Musicians and the Recording Studio
We have several recording studios that are set up specifically for students to use and students can also use their own electronic devices in conjunction with these. Students complete tasks involving the use of both MIDI and AUDIO recording. Students have the opportunity to record themselves and others, speaking, playing and/or singing, then to mix and add effects etc. Theory and aural work are included to help students better understand the sounds that they are working with.
Arts Electives

Students must choose at least one unit from the Arts area.

Arts

**Painting and Drawing**

In this unit students will explore and develop ideas and techniques within the area of painting and drawing. They will experiment and develop their skills using art media including watercolours and acrylic paints, pencil, charcoal and crayons to complete a folio of finished works. Students research and build their knowledge and analysis skills of artists and their art works.

Arts

**Photography – Darkroom**

In this unit students learn how to use the SLR camera and develop basic darkroom techniques. They work throughout the unit to develop a folio of their photographic work. They will also learn to analyse and interpret their own work and the work of other photographers.

Arts

**Visual Communication Drawing & Design**

In this unit students will develop an appreciation of design and how design is reflected in our world today. The students will be introduced to a design process, which will allow for individual variation within the theme of the design. Students will develop their ability to communicate through drawing and explore a variation of images to solve the need.
Students must choose at least two units from the Journeys area.

The learning within a Journey is student focussed and student directed. They focus specifically on engaging students through personal interest and preferred pathways and are designed to develop a student’s independence, personal and interpersonal learning, communication and thinking skills. Students choose two Journeys, each running for a semester in length. Each Journey is designed to incorporate the skills obtained in the Core and Elective Subjects and then apply them to real world situations. It is also intended that Journeys link closely with community and develop community involvement or awareness. Where possible it would be encouraged that each Journey has a presentation at its completion where parents, school and community members can be invited to celebrate achievement.

**Journeys**

### Active Primary Care

Students will explore their own skills and those involved in organising and managing a sporting competition for primary school students. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.

### Caring for Others

Students will investigate caring for others in various community contexts e.g. Themselves, family, school and broader community and explore their own skills and those involved in completing actions and providing activities that are focused on caring for others. Students will propose, plan and execute their activities within the school and wider community.

### From Page to Stage

Students will produce a stage play. Undertaking a variety of roles: Playwriting, Directing, Costume Design, Stage Management, Acting, Lighting Design, Advertising and Promotions. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.
Students must choose at least two units from the Journeys area.

Journeys Electives

Journeys

Go
Students will learn how to play the game of GO a popular Asian board game and organise a tournament. It involves thinking skills, logic, creativity and problem solving. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.

Journeys

Lights, Camera, Action
Students will investigate the world of film and television and produce their own short film, video clip, or TV program. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.

Journeys

Local History
Students will research and investigate a local historical person place or issue and produce a documentary or publication. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.

Journeys

School of Rock
Students will explore their own skills and those involved in being involved with a band. They will look at: Programming, recording and performing music, Organising, booking and promoting concerts. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.
Students must choose at least two units from the Journeys area.

**Journeys**

**Science Talent Quest**
Students investigate a topic of their choice and enter it in the science Talent Search. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.

**SHS Kitchen Rules**
Students will focus on working as a team to cater for large events and themed occasions. Students will be given the opportunity to invite guests to demonstrate their catering skills learnt in class. The course will also involve guest speakers from the Hospitality Industry and excursions to local restaurants. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.

**Sports Media**
Students will investigate and research Sports Media and produce their own sports production. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.

**Sports Training**
Students will explore their own skills and those involved in planning and implementing a training program. They will participate and organise an obstacle event (Tough Mudder, Mad Cow Mud Run etc.) at the end. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.

**Sustainability – Surviving the Apocalypse**
Students research and investigate a sustainability issue in our local area, plan and complete a project. Students will keep a reflective journal, complete an investigative report and work in a team to plan, develop and celebrate their project and personal growth.
Non-compulsory electives
you can choose a Humanities
subject that interests you.

Humanities Electives

Humanities

Let’s Spend (Economics)

This unit will introduce students to the world of money. They will find answers to these questions: Will I buy that DVD player advertised in yesterday’s paper? Should I borrow more money or pay off my existing credit card bill? Should I change jobs or stay with the one I’ve got? Can I grow my wealth by buying shares? In what ways does Australia interact with the rest of the world? As an alternative, students may cover starting their own business including what should be sold? Students will study the world of money, banking and the use of credit, personal finances, spending and saving. They will also explore net worth and wise buying, the Australian economy and the global economy.
Non-compulsory electives you can choose a Language Other Than English subject that interests you.

LOTE

Australian Sign Language
Australian Sign Language encourages students to revise the signs they know and use language in real-life situations. Students practise communicating and recognising signed phrases for the topics My Home and My Community, Holidays and Travel and a personal interest topic.
Tasks enable students to apply learned sign rules and sentence structures to support the sharing of information. They learn to manipulate the modelled language for an audience, purpose and context. Students communicate in Auslan for descriptive tasks, role-play, instructional or informative tasks and scenarios as well as watching a variety of short informative film clips to extend their knowledge of Deaf culture.

LOTE

Japanese
In Year 9 Japanese, students are to revise the symbols. They are Hiragana from Year 7, Katakana from Year 8 and Kanji from Year 7 and 8. If you know them all, Year 9 Japanese will be very easy. If you don’t remember them all, you can revise them from scratch. So don’t worry.
Students have worksheets to improve their reading and writing skills in class. They are suitable for students with a wide range of interests and abilities and contain more words in Katakana to read, which is harder than Hiragana. They watch movies such as One Piece in Japanese to improve their listening skill. They also have a chance to improve their speaking skill by learning useful Japanese expressions for communicating with Japanese people. Students watch Japanese documentaries and answer questions about them to extend their knowledge of Japanese culture.
English Electives

English

English as an Additional Language
This unit is only for students who have been in Australia for five years or less. The aim of this unit is to help ESL students in the areas of Listening and Speaking, Reading and Writing.

English

Breaking News
Read all about it! Here’s your chance to be the reporter, photographer, editor, gossip columnist. Work closely with your classmates to produce articles for the school magazine, as well as other publications. This elective involves the use of computers and other technologies and it’s a great opportunity to see your name in print!

English

Rhythm and Rhyme
Students will learn the language and scope of poetry by reading, writing and participating in as wide a range of poetic experiences as possible. They will explore and experiment with a wide range of poetic styles, ranging from very traditional forms to modern song lyrics including rap and hip-hop.

English as an Additional Language electives are compulsory for EAL students who have been in Australia for five years or less.

Non-compulsory electives you can choose an English subject that interests you.
Non-compulsory electives
you can choose a Health and Home Economics subject that interests you.

**Technology**

**Food Technology**

In this unit students will be introduced to basic cooking skills by following recipes for simple dishes and learning how to use kitchen equipment safely. Each week students will be introduced to different methods of cooking and preparing food. For each production task they will examine the safety and hygiene issues involved in the preparation and storage of the product. Students will learn about the chemical reactions and changes that occur to food during cooking. At the end of semester students should be able to plan and prepare simple meals. (Breakfast and Lunch)

**Technology**

**Food Design**

Students will be introduced to the dry method of baking. They will investigate, design, produce and evaluate a variety of baked goods for special occasions. They will gain an understanding of the ingredients, techniques and equipment that are used in baking and realise the place that these foods have in a healthy diet. Students will complete theory associated with this method of cooking.
Non-compulsory electives you can choose a Health and Physical Education subject that interests you.

### Outdoor Ed.

**OE Coastal – Semester 1**

Students will be introduced to coastal environments using a range of different activities. Topics may include:

- Wind and waves
- Environmental studies
- Surf survival skills
- History of surfing & sailing
- Snorkelling knowledge and skills
- Sailing knowledge and skills

It is a requirement that students participate in the camps planned for this subject. This will be an additional cost of approximately $380.

### OE Alpine – Semester 2

Students will be introduced to alpine and sub-alpine environments using a range of different activities. Topics may include:

- Environmental studies
- Knowledge of snow conditions
- Cross Country skiing skills
- Minimal impact
- Navigation
- Lightweight camping skills
- Mountain bike riding skills
- White-water canoeing

It is a requirement that students participate in the camps planned for this subject. This will be an additional cost of approximately $380.

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**Health**

**Active Lifestyles**

Students will be introduced to a variety of mainly *recreational* sports/activities, which people from a large range of life stages can participate in. These sports include Bocce, Body Balance, Lawn Bowls and Croquet. Students will also develop an understanding on how to live a healthy and active life in today’s society. Topics include:

- Common lifestyle diseases and how to help prevent them
- Nutrition labels – breaking them down and understanding them
- Attitudes to sport and exercise in society
- Barriers to exercise and how can we avoid these
- False advertising in food
- National Physical Activity Guidelines
Non-compulsory electives you can choose a Personal Learning subject that interests you.

Taking on the principles set in the Year 8 Personalising Learning program students will be given the opportunity in the following units to use a variety of tools and also be encouraged to extend their skill base by trying new ways of learning. This will include group work, surveying, creating and making, problem solving, speaking, reading, creating, investigating, and analysing.

**Personal Learning Electives**

**I am Woman**
This is a gender specific unit written for **Year 9 Girls**. Girls will be encouraged to gain a deeper understanding of themselves, to gain greater confidence, to stand up and stand out, to express themselves, and set meaningful long term goals. Topics covered will be:
- Who am I? - The role of women in our lives and in society
- Being Connected - Relating to others, working with others
- Stand Up and Stand Out - Leadership skills and setting goals
- Healthy Bodies - Issues related to living a healthy life
- My Heroes - Great female role models in our own lives, our community and globally

**Ten Foot Tall**
This is a gender specific unit written for **Year 9 Boys**. Boys will be given the chance to explore the concept of being "10 Foot Tall and Bullet Proof." Topics covered will be:
- Who am I? - What is the role of men in our lives and society
- Being Connected - Relating to others in positive ways
- Being Adventurous and Managing Risks - channelling energy into rewarding activities
- Healthy Bodies - Issues related to living a healthy life
- My Heroes - Great male role models in our own lives, our community and globally
Non-compulsory electives you can choose an Information Communication Technology subject that interests you.

ICT

**Computer Programming – Game Maker**

Game Maker enables you to create your own Windows or Mac computer games without needing to know how to write any code. Built in drag and drop actions can be used to create simple games in a multitude of genres: platform games, role-playing games, arcade games, 3D games and even your own unique ideas. Once you have become familiar using drag and drop you may want to learn Game Maker’s built in scripting language, GML, which enables you to extend the possibilities of your creations. This Game Maker class caters for entry-level novices and seasoned game developers allowing them to create cross-platform games in record time.

ICT

**Robotics**

Students will use Lego ‘Mindstorms’ kits to work together towards a common goal. They are exposed to design, construction and programming skills. They learn the process of constructing programs using the icon driven software ‘Robolab’. Students will:

- Learn how to recognise robots in the world around us
- Design and construct Lego ‘Mindstorms’ robots as a team
- Problem solve using Robolab software

ICT

**Web Design and Publishing**

Students will concentrate on the skills and processes required to analyse, design & create a web site using a range of software applications. The students are given opportunities to plan and refine their projects through the use of a variety of tools such as Dreamweaver, Photoshop, iWeb, iPhoto and Web2.0 tools. Communication between class members on discovered techniques and resources is encouraged to further improve end products.
Non-compulsory electives you can choose a Technology subject that interests you.

Technology

Auto Appreciation
This unit offers introductory contact with vehicle engines and systems. With the theory sessions backed up by hands-on contact with working engines. Topics covered include ‘workplace health & safety’, ‘use and maintenance of tools’, ‘basic engine systems’ and ‘vehicle engine systems’. The assessment is based on practical activity and workshop skills as well as a combination of written, graphic, verbal and practical demonstration techniques.

Product Design - Wood
In this unit students will work on a number of small projects. They will learn to use a range of hand tools safely and correctly. They will be expected to work through a design process to develop a model of choice working from set design constraints. The Victorian Curriculum assessment requires students to complete written and design work as well has the practical component.

Product Design - Metal
In this unit students will learn trade skills relevant to sheet metal and plumbing trades. Students build a range of models that teach them the basic fabrication techniques of structural and sheet metals. The Victorian Curriculum assessment requires students to complete written and design work as well has the practical component.

Textiles
Students will explore commercially produced patterns and their instructions. They will also investigate various technics involved in the construction of various textile items e.g. darts, zips, buttons etc. The students will then produce a Textile product using a commercial pattern, for example, an accessory, garment, household item, bag etc.